PlayStation
PAL
KONAMI
Yu-Gi-Oh!
FORBIDDEN MEMORIES
PlayStation

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos.

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1 Player

Memory Card 1 block

SLES-03947

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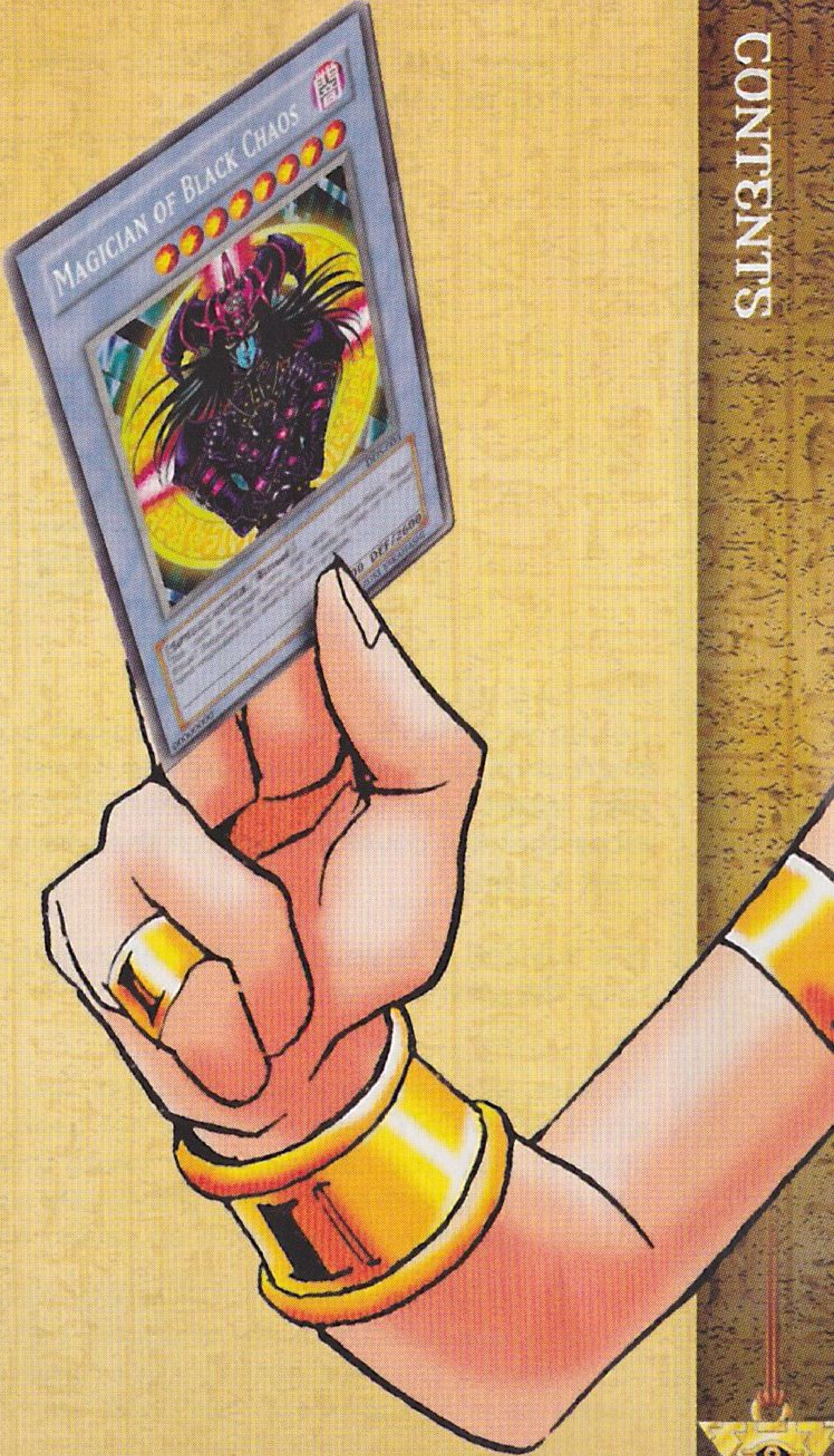
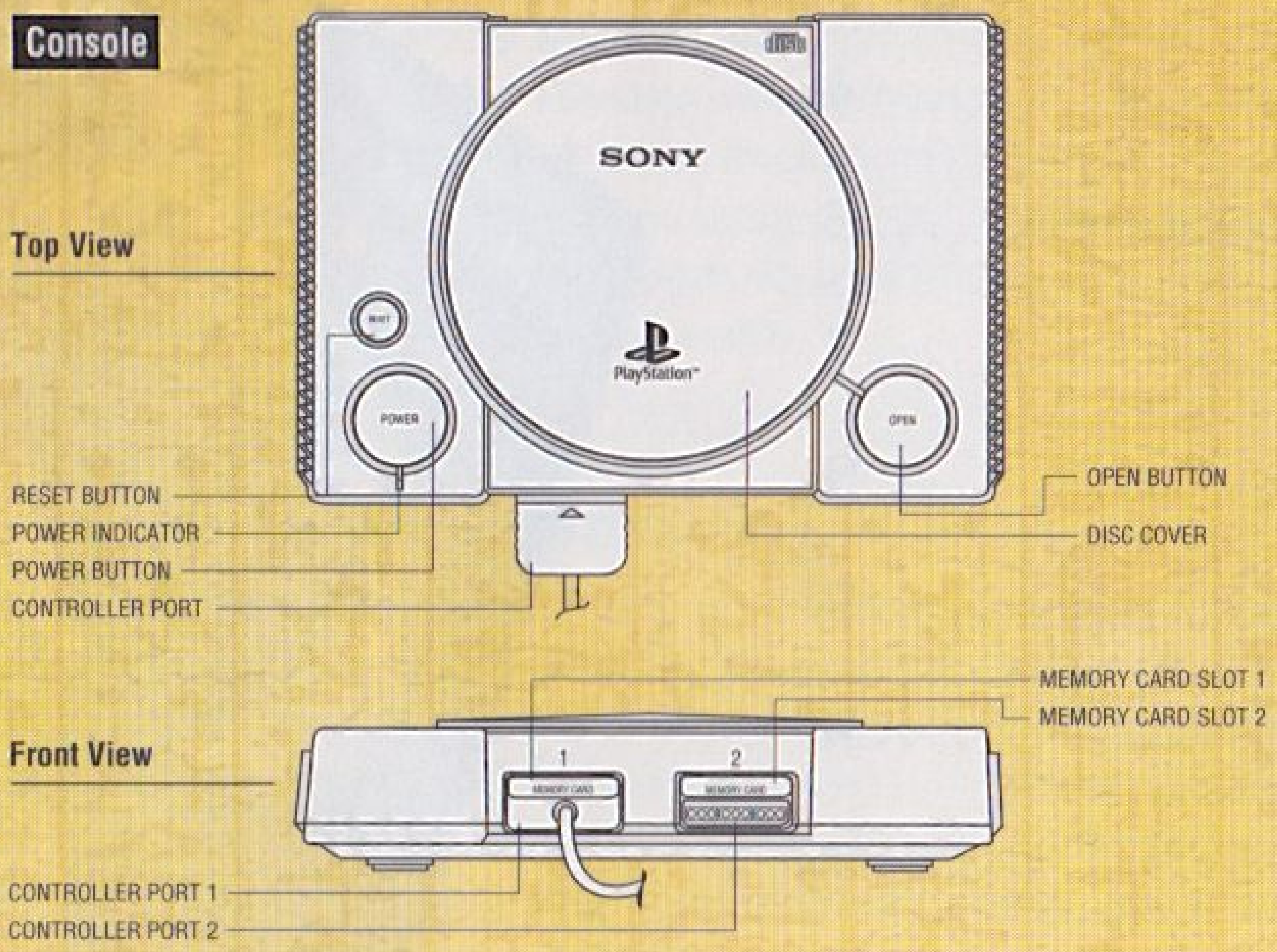


This section explains the basic controls. For further details, see each section in the pages that follow.

Console



Starting up

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a disc. Insert your Yu-Gi-Oh!: FORBIDDEN MEMORIES game disc in your console, close the disc cover and switch the power on. Follow the on-screen instructions to start a game.

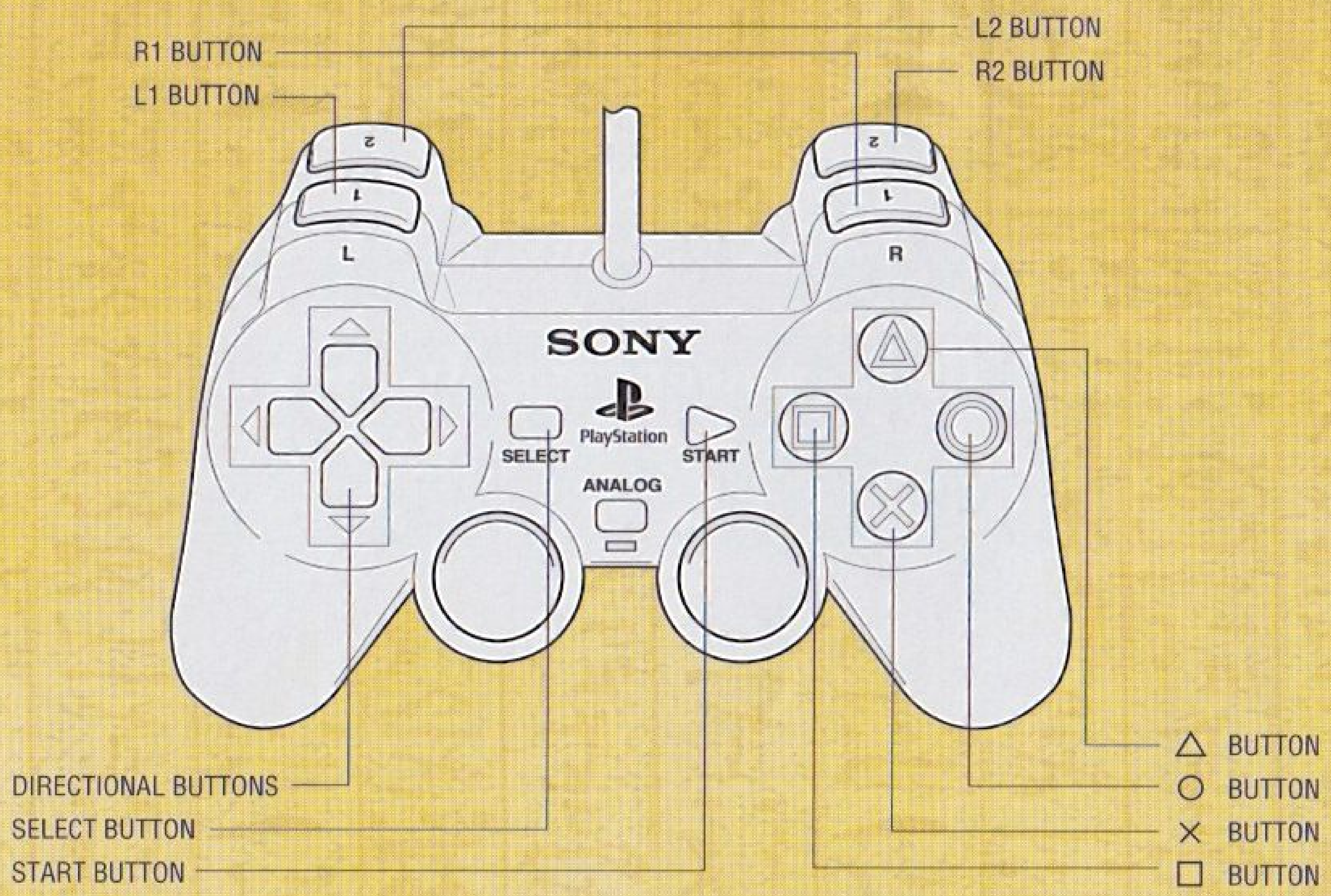
It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is on

Memory Cards

To save game settings and progress, insert a memory card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used, unless in 2P Duel or Trade) before starting play. You can load your saved games from the same memory card, or from any memory card containing previously saved Yu-Gi-Oh!: FORBIDDEN MEMORIES games. For more information on saving and loading, see page 12.

NOTE: Yu-Gi-Oh!: FORBIDDEN MEMORIES uses 11 memory card block to save each game. Make sure there are enough free blocks on your memory card before commencing play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

analog controller (DUALSHOCK®)



You may have a controller that looks like this. Button functions on a digital contoller are the same as those on an analog controller (DUALSHOCK®).

This game does not use the Analog Mode (indicator : red). Please play the game in Digital Mode (indicator : off).

In the words of legends past...

From the fusion of light and darkness

are born the powers of chaos.

To summon these powers into the world of reality,

special markers were created.

Over the span of billions of years,

these markers came to be known as...

Duel Monster Cards.

Should a chosen duelist's will be

exercised through the cards...

The sealed knowledge of a millennium

will be released and revealed.

The knowledge of the cards...

To become one with the knowledge of the Duelist...

The words on the left were translated from the hieroglyphs carved on a stone slab discovered by a British archaeologist in the early 20th Century during his visit to Egypt.

Recent carbon dating analysis revealed that the slab was created sometime in 1400 B.C., a period noted for the reign of the 18th Dynasty of the New Egyptian Empire. Another celebrated discovery from this period is a mural depicting the battle between the youthful Pharaoh who controls the legendary Black Magician and the High Priest known as the Master of the Mystic White Beast.

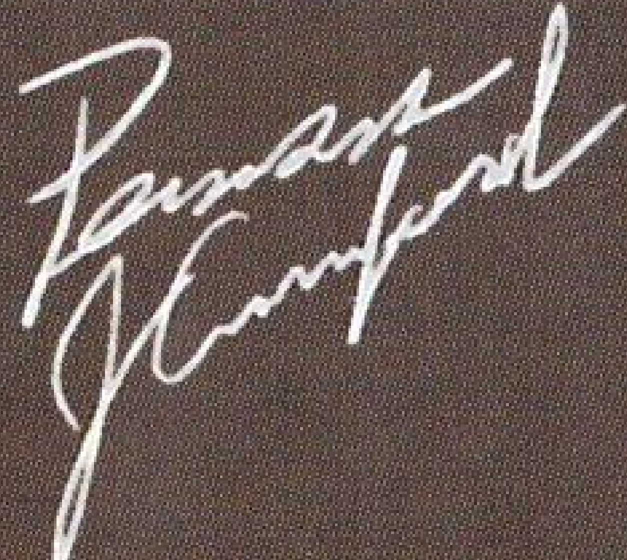
The slab's hieroglyphs are believed to refer to a point as far back as 3000 B.C. in the very early years of the New Empire—most likely the period noted for the reign of the 2nd Dynasty.

In short, although our company, Industrial Illusion, has re-designed the cards to match our modern age, Duel Monsters boasts a past that can be traced through mankind's history.

It gives me great pleasure to announce that through the efforts of world renowned game publisher Konami, our company's pride and joy—Duel Monsters—has now become available as a video game that can be enjoyed by players all around the world.

This project called for a strong and trusting relationship between Konami and Industrial Illusion. It is a partnership achieved through the labors of two men, Mr. Johan Heishin and Mr. Simon S. Muran. I would like to take this opportunity to thank these two gentlemen, who have worked long and hard to make this game a reality.

I sincerely hope that you, the players, will not only be fascinated by this product, the result of our research into ancient history, but will also find this newly evolved version of Duel Monsters to be an enjoyable gaming experience.

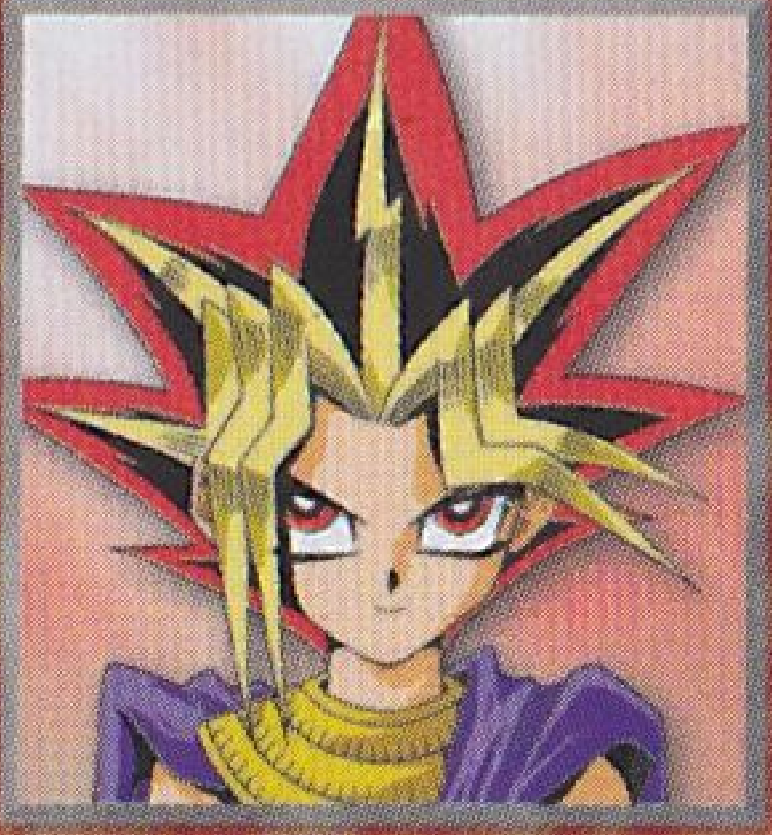


Pegasus J. Crawford
HONORARY CHAIRMAN, INDUSTRIAL ILLUSION INC.

(NOTE: This dedication letter was received prior to Mr. Crawford's disappearance.)

Principal characters appearing at the outset of the Campaign Mode

The Hero

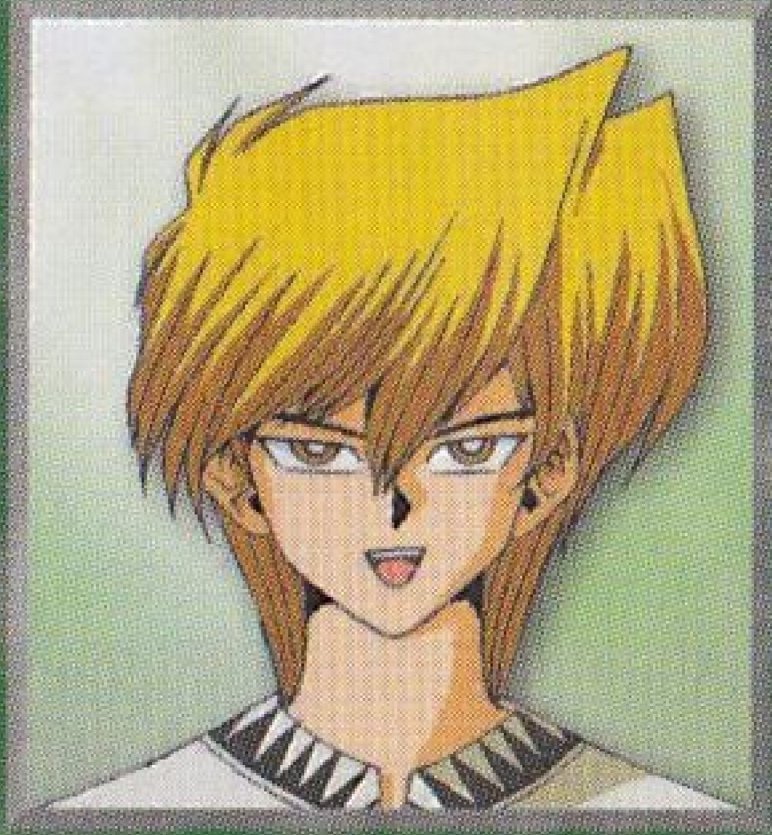


Prince of the Amenhotep Dynasty

Teana

Hero's card-playing friend

Jono



Hero's card-playing friend

Simon Muran

Hero's tutor, attendant, and card mentor

Seto

Heishin's second-in-command and Hero's rival

Heishin

High Mage of the Amenhotep Dynasty with something up his sleeve...

BASIC CONTROLS

Directional buttons	Move Cursor/Select Menu and Other Options
◎ button	Cancel
⊗ button	Enter Menu and Other Options
▣ button	Enter Menu and Other Options

DECK CONSTRUCTION CONTROLS

Directional buttons ↑↓	Select card to be moved
Directional buttons →←	Toggle between Chest Screen and Deck Screen
◎ button	Exit Deck Construction Screen
⊗ button	Move selected card
△ button	Display card details
▣ button	Move selected card
L1 button	Scroll card list back 8 lines at a time
R1 button	Scroll card list forward 8 lines at a time
L2 button	Scroll card list back 50 lines at a time
R2 button	Scroll card list forward 50 lines at a time
START button	Select card list sorting method
SELECT button	Select card list sorting method

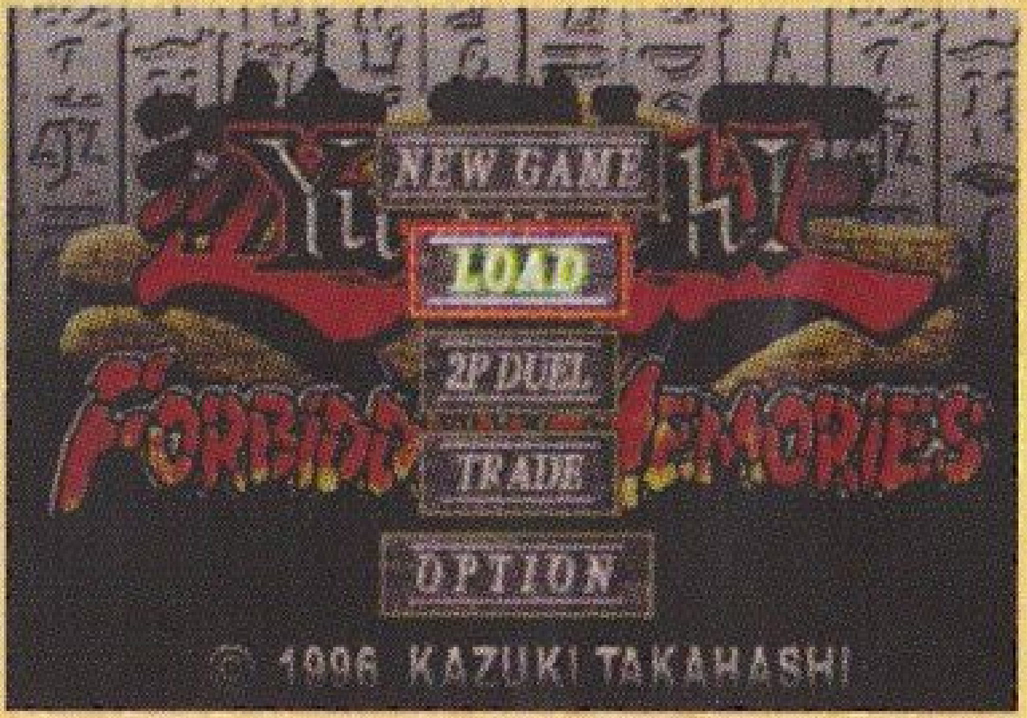
DUEL CONTROLS

Directional buttons	Move Cursor/Select Menu and Other Options
Directional buttons ↓↑	In-hand card control: Attach/Remove Combo candidate tag
Directional buttons ←→	In-hand card control: Select face-up/face-down
○ button	Cancel
× button	Enter Menu and Other Options: • In-hand card control: Enter card selected for play • On-field card control: Enter Battle (No Monster Sequence)
△ button	Display card details
□ button	Enter Menu and Other Options: • In-hand card control: Enter card selected for play • On-field card control: Enter Battle (With Monster Sequence)
L1 button	On-field card control: Toggle between Attack/Offense Positions
R1 button	On-field card control: Toggle between Attack/Offense Positions
L2/R2 button	In-hand card control: View Field (Hold down button)
START button	Declare end-of-turn

STARTING THE GAME

When the Title Screen is up, press the START button to open the Title Menu.

TITLE MENU



Moving the cursor with the directional buttons, select a menu.

Then, press the ⊗ button to enter your selection. Selected modes other than "New Game" or "Options" will require a Memory Card containing saved data.

NEW GAME	P.10	Choose this mode if you're playing for the first time, or whenever you're starting a new game. The game will start after you've entered your name.
LOAD	P.12	Allows you to continue a previously saved game.
2P DUEL	P.20	Allows you to compete in battle against another player.
TRADE	P.21	Allows you to trade or give away cards.
OPTIONS	P.22	Allows you to modify sound settings.

Memory Card

This game can be played without a memory card, though you won't be able to save your progress without one. Not using a memory card is an inconvenience given the nature of the game. Hence, it is recommended that you use one when playing the game.

NEW GAME

After selecting "New Game" on the Title Menu, the Name Input Screen will be displayed. Input the name that you'll be using in the game.

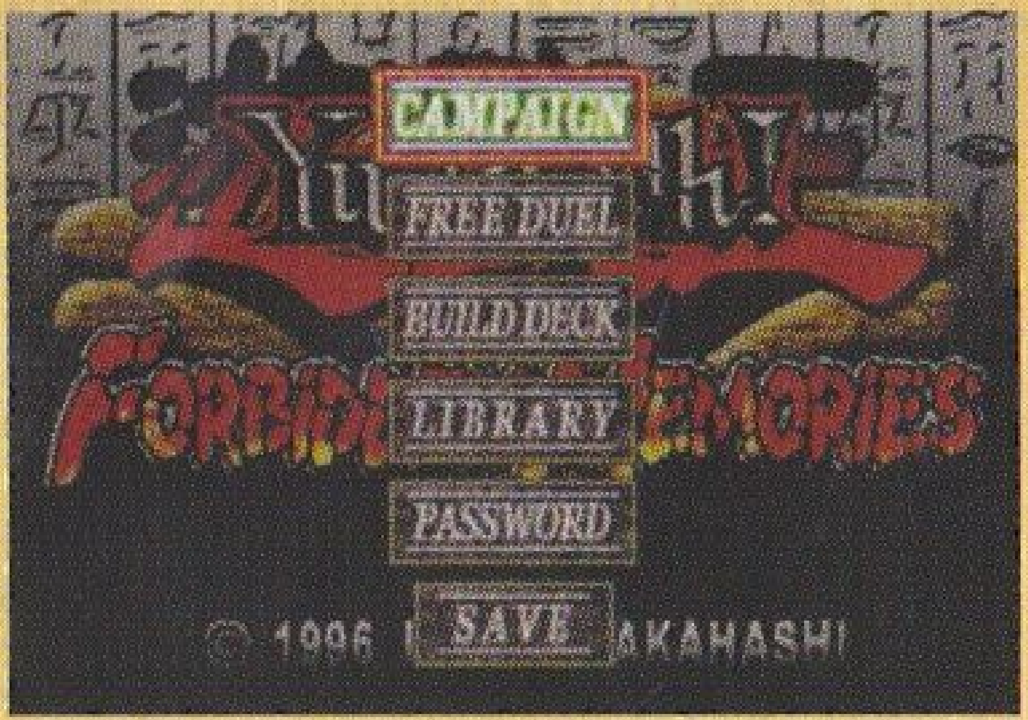
Name Input Screen

Select the letters from the table and input any name within 6 letters.

1. Move the Selection Cursor with the directional buttons to select a letter and enter your selection by pressing the ⊗ or ▣ button.
2. To change an entered letter, select ⬅ (on screen arrows) ➡ (on screen arrows) and press the ⊗ or ▣ button. Then move the Input Cursor over the letter that you wish to change, and enter the letter you desire. [NOTE: You can move the Input Cursor to the left by pressing the ⊙ button.] To enter a "space" or erase a letter, simply select a "blank" spot with the Input Cursor and press the ⊗ or ▣ button.

When you've completed your name entry, select "END" and press the ⊗ or ▣ button. At this point, a message will appear on-screen to verify whether you've completed your entry. If everything is okay, select "YES" and press the ⊗ button. If you wish to make any corrections, selecting "NO" will return you to the Name Entry Screen, where you can enter your name once again. When name entry is completed, your Duelist Code (the I.D. number for your saved data) will be recorded, and the Campaign Mode (See P.13) will commence.

GAME MENU



When you select "Load" on the Title Menu and start a previously saved game, the Game Menu Screen will be displayed.

Use the directional buttons to move the cursor, select a desired menu, and enter the selection with the ⊗ button. You can return to the Title Menu with the ◎ button.

NOTE: You must first customize a Deck in order to enter the "Campaign" or "Free Duel" modes.

CAMPAIGN	P.13	This mode follows an original storyline wherein you duel against a variety of enemies.
FREE DUEL	P.15	This mode allows you to duel against any of the opponents that you've defeated in the Campaign Mode.
BUILD DECK	P.16	This mode allows you to construct your own 40-card Duel Deck.
CARD LIBRARY	P.19	This gives you access to a database containing your card collection.
PASSWORD	P.18	This allows you to enter passwords to obtain cards.
SAVE	P.12	This allows you to save gameplay information to the memory card.

Before Returning to the Title Screen...
This game does not have an auto-save feature. Make sure you always save after playing "Campaign", "Free Duel", "Password", and other modes. If you return to the Title Screen without saving, you will lose all the data played up to that point. Remember...***SAVE!!!***

SAVE

You can save either with the "Save" selection in the Game Menu or by selecting the "Save" command when you enter the Card Shop in the Campaign Mode. Make sure there's a memory card with at least 1 or more free blocks inserted into MEMORY CARD slot 1. After selecting "Save" by means of one of the aforementioned methods, a message will appear to verify your command. Select "Yes" and press the ⊗ button to save your data. If you select "No", the save will be cancelled.

LOAD

When you select "Load" in the Title Menu, a message will appear to verify your command. Make sure there's a memory card containing your saved data inserted into MEMORY CARD slot 1, select "Yes" and press the ⊗ button to load your data. If you select "No", the load will be cancelled. Upon completing the load, the game will automatically shift to the Game Menu Screen.

SAVE/LOAD Warning

When you load data to continue a previous game, play for a period of time, and decide to save your progress up to that point, you must use the same memory card that contains the data that you loaded. The game-in-progress can only be saved to a memory card that contains your Duelist Code (the I.D. number for your saved data). If you're saving for the first time after starting a "New Game", you can use any memory card available.

CAMPAIGN

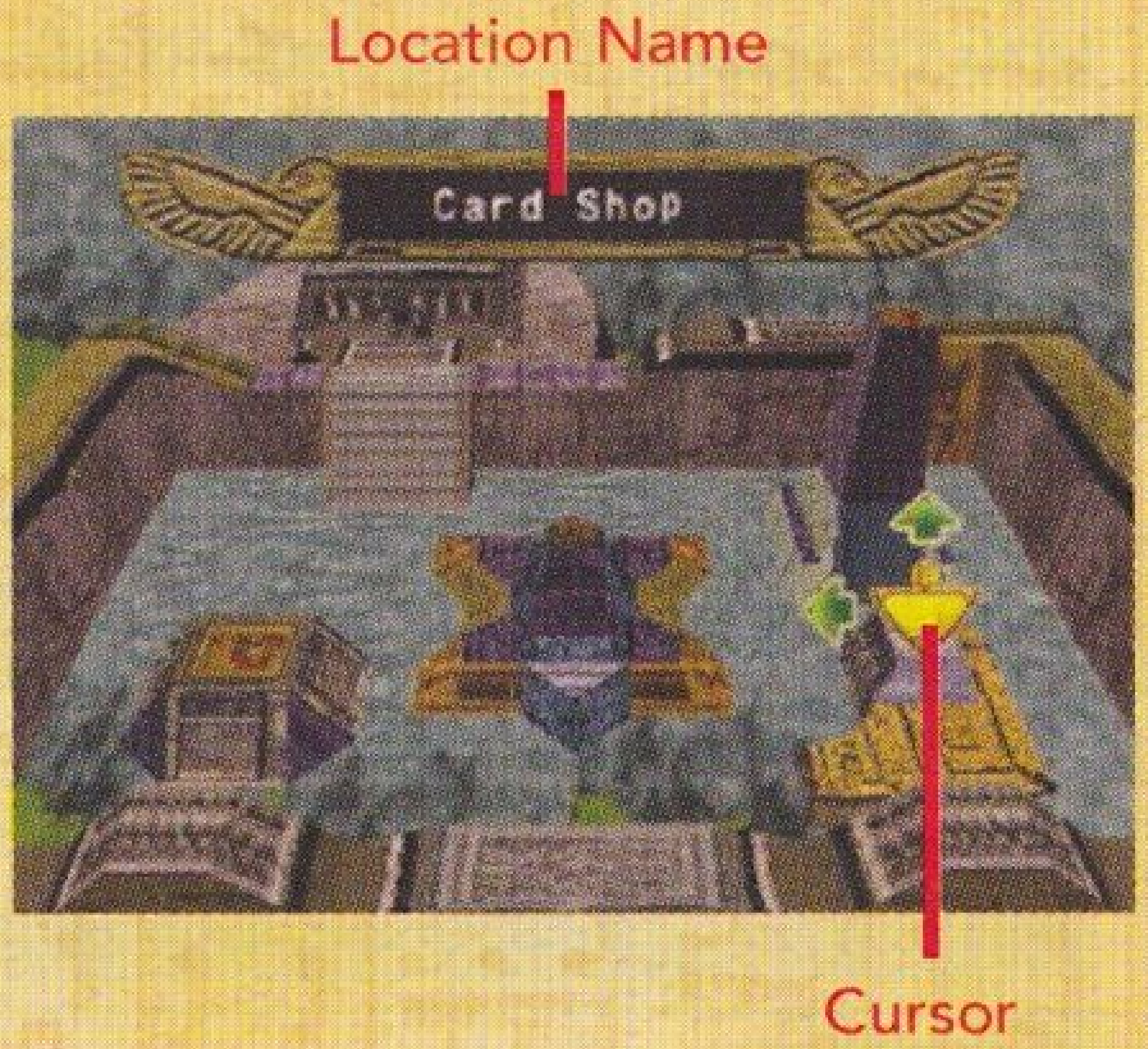
In the Campaign Mode, you play the Prince of the Amenhotep Dynasty. As the Prince, you will face many rivals in card battles as you collect the Millennium Items. In the course of the game, you will learn the secret of the Duel Monster Cards and the Millennium Items.

Playing CAMPAIGN

In Campaign Mode, the game progresses as you move on the Map Screen and "talk" with the characters that you meet in certain locations.

The Map Screen

To move on the Map Screen, select the location you wish to go to by moving the cursor with the directional buttons. You can move the cursor in the direction indicated by the arrows. Pressing the ⊗ button when the name of the location is displayed on the screen will allow you to enter the selected area. At the start of the campaign, you can only move within the "City of Amenhotep".



PHARAOH'S PALACE:	The Hero's home. This is where the story begins.
TOWN PLAZA:	This is the place of rest and relaxation for the villagers. There's a festival in progress.
THE SHRINE:	The headquarters of Heishin and his followers. Trouble is brewing here...
THE DUELING GROUND:	This is where you can find information and fight duels.
THE CARD SHOP:	You can save or quit the Campaign Mode here.

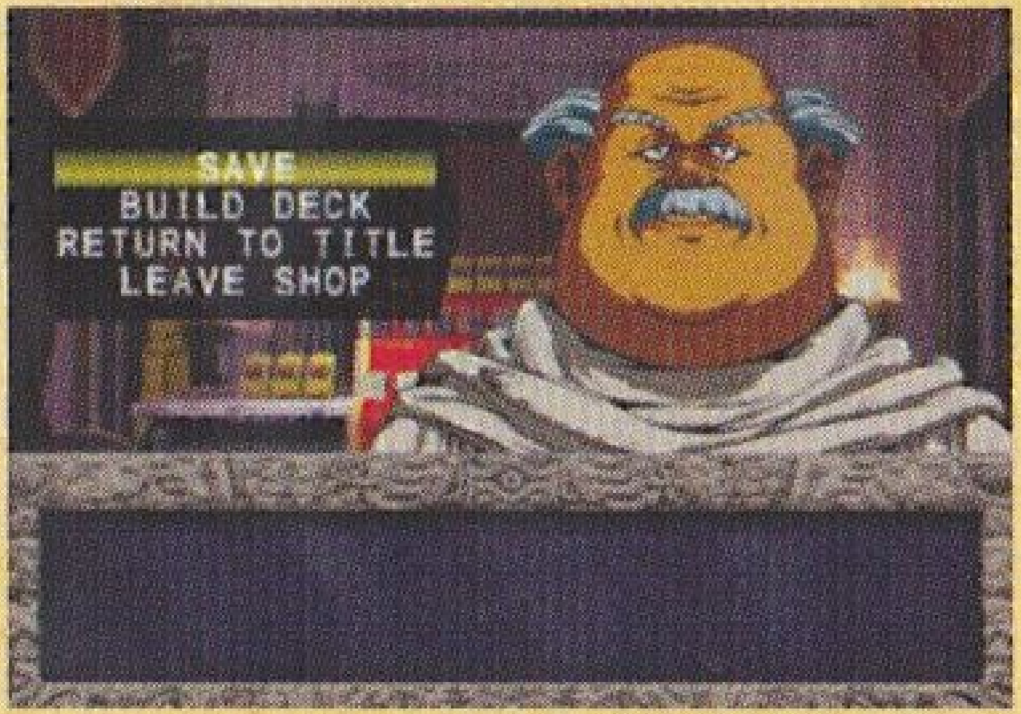
As the game progresses, you will eventually be able to wander outside the city. Pressing the ○ button while you're in the city will take you outside to the overall Map Screen. Use the directional buttons to move the cursor in the direction indicated by the arrows, and press the ✕ button to enter a selected location.

Conversation Screen

When you enter a place selected on the Map Screen, the Conversation Screen will be displayed, allowing you to speak to the individuals located there. Press the ✕ button to carry on a conversation. In cases where you are given options, press the up or down directional buttons to select your choice, and press the ✕ button to enter your selection.

Card Shop

You can save your progress at the Card Shop in the city. Press the up or down directional buttons to select your option, and press the ✕ button to enter your selection.



SAVE: This option allows you to save your gameplay data. (See P.12)

BUILD DECK: This option allows you to build your Deck. (See P.16)

RETURN TO TITLE: Menu Screen. This option allows you to quit the Campaign Mode and return to the Title Screen. (see pg. 9)

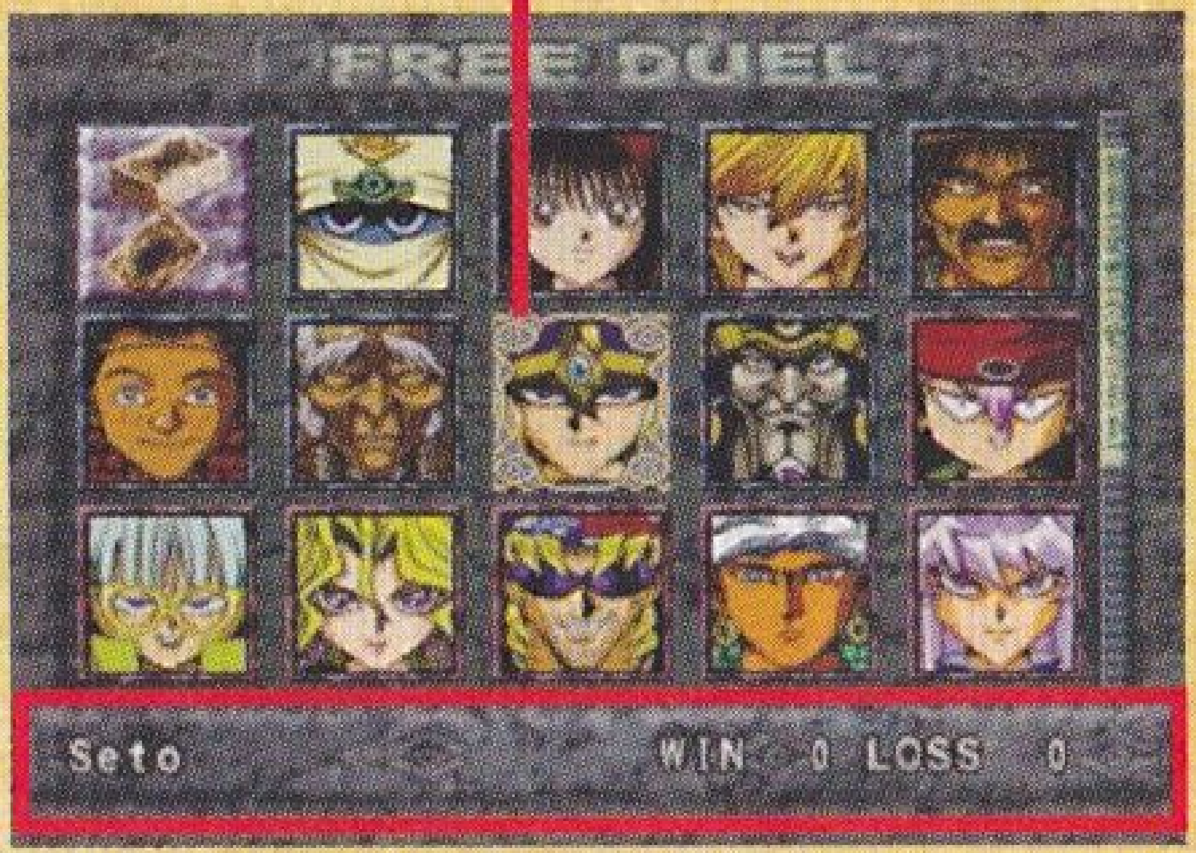
LEAVE SHOP: This option lets you leave the Card Shop and return to the Map Screen.

Game Over

When you lose a duel in the Campaign Mode, the game is over. Pressing the ⊗ button when "GAME OVER" is displayed on the screen will return you to the Title Screen. Since you can load your saved data at this point to continue the game, it would be wise to frequently save your progress in the Campaign Mode.

FREE DUEL

This mode allows you to freely choose a duel opponent. Opponents consist of enemy characters that you defeat in the Campaign Mode. Defeating an opponent in Free Duel mode will provide you with 1 card and Star Chips.

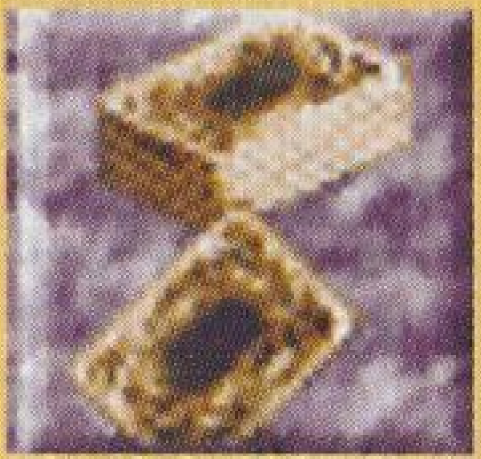


Playing FREE DUEL

First you must select an opponent. Simply move the selection cursor to the desired character icon with the directional buttons, and press the ⊗ button to enter your selection. Pressing the ◎ button will return you to the Game Menu Screen.

After selecting an opponent, the game will proceed to the Deck Construction Screen (See P.16) where you can build your Duel Deck. Once you're done constructing your deck, press the ◎ button to begin dueling.

Special Icon



DECK CONSTRUCTION

Located on the far upper left of the Opponent Selection Screen, this allows you to move to the Deck Construction Screen. To return to the Opponent Selection Screen, press the ◉ button.

DUEL MASTER K

The sponsor for Free Duels is located on the far lower right of the Opponent Selection Screen. You can still duel even if you haven't defeated any enemies in the Campaign Mode. In this case, your opponent will engage you in a training duel, using the same cards contained in your Deck.

BUILD DECK

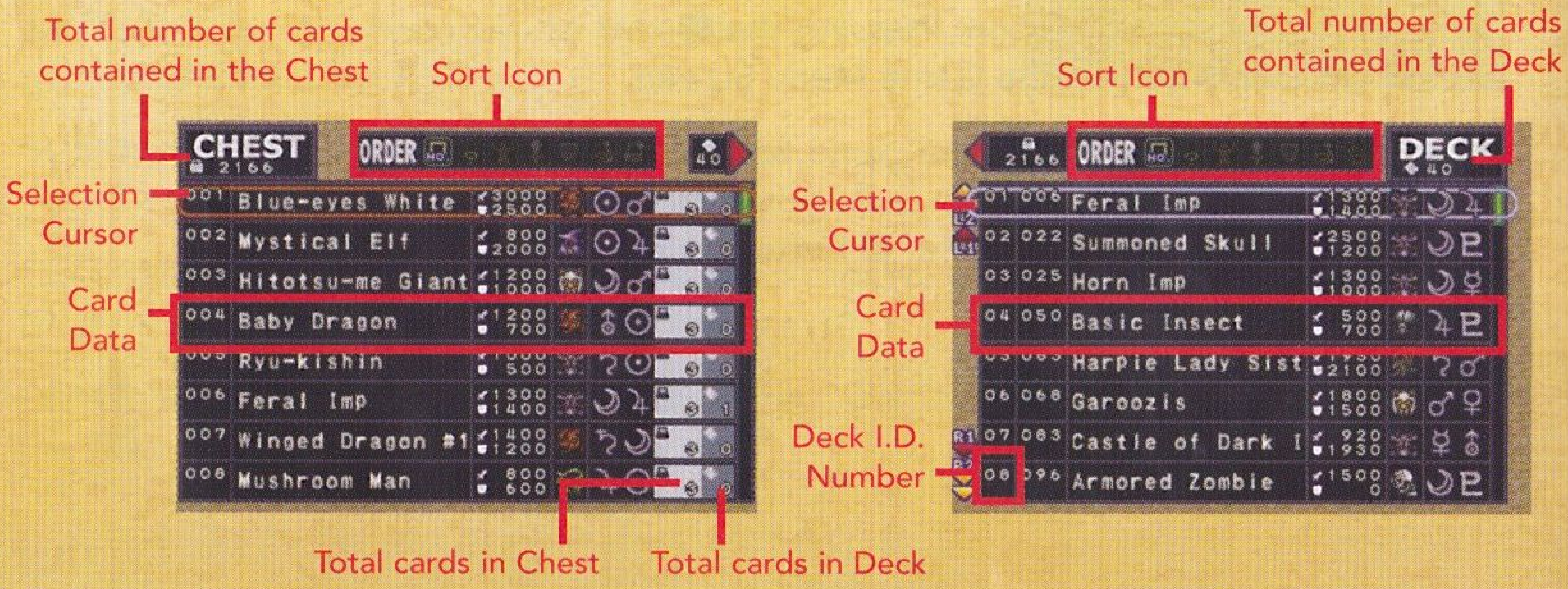
Deck Construction

The "Chest" contains all the cards that a player owns. The 40 cards – referred to as a "Deck" – that are used in a duel are chosen from here.

The game will always enter the Deck Construction phase prior to a duel.

CHEST SCREEN

CARD DECK SCREEN



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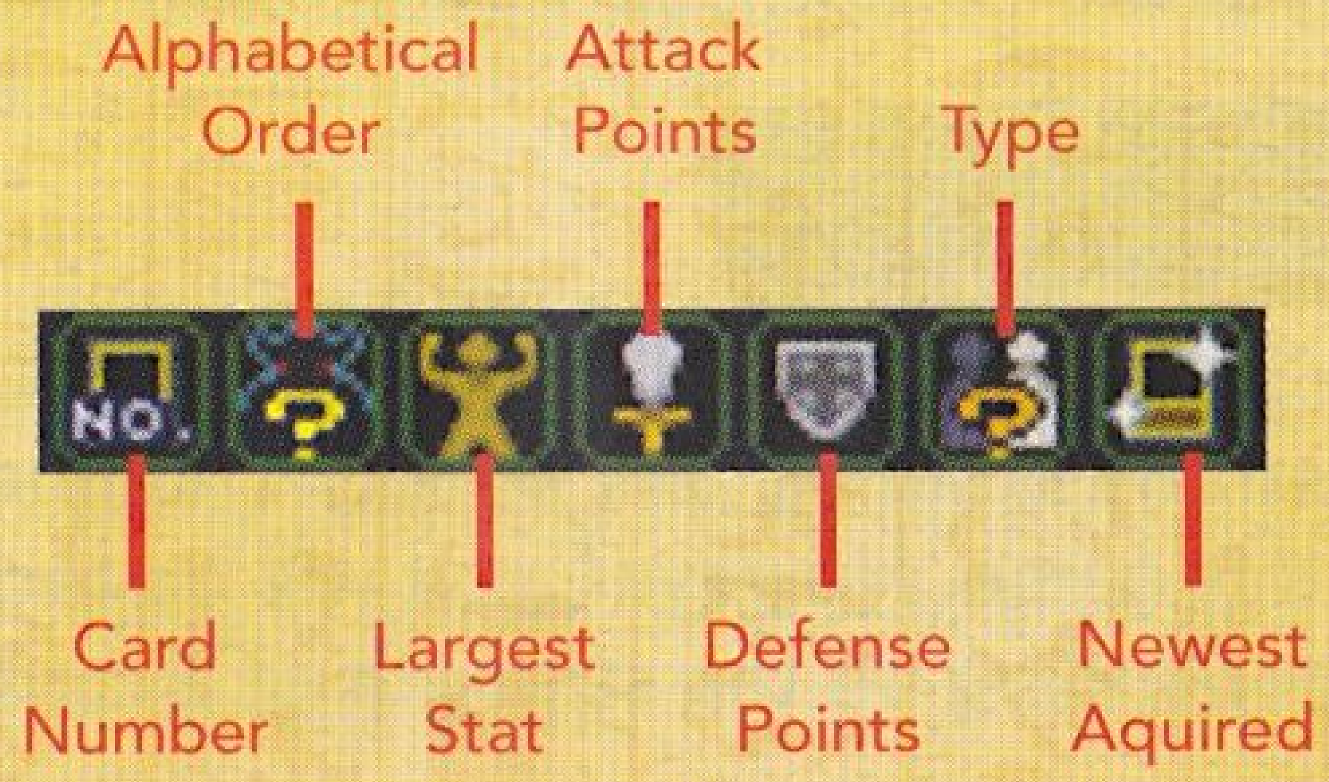
CARD DATA

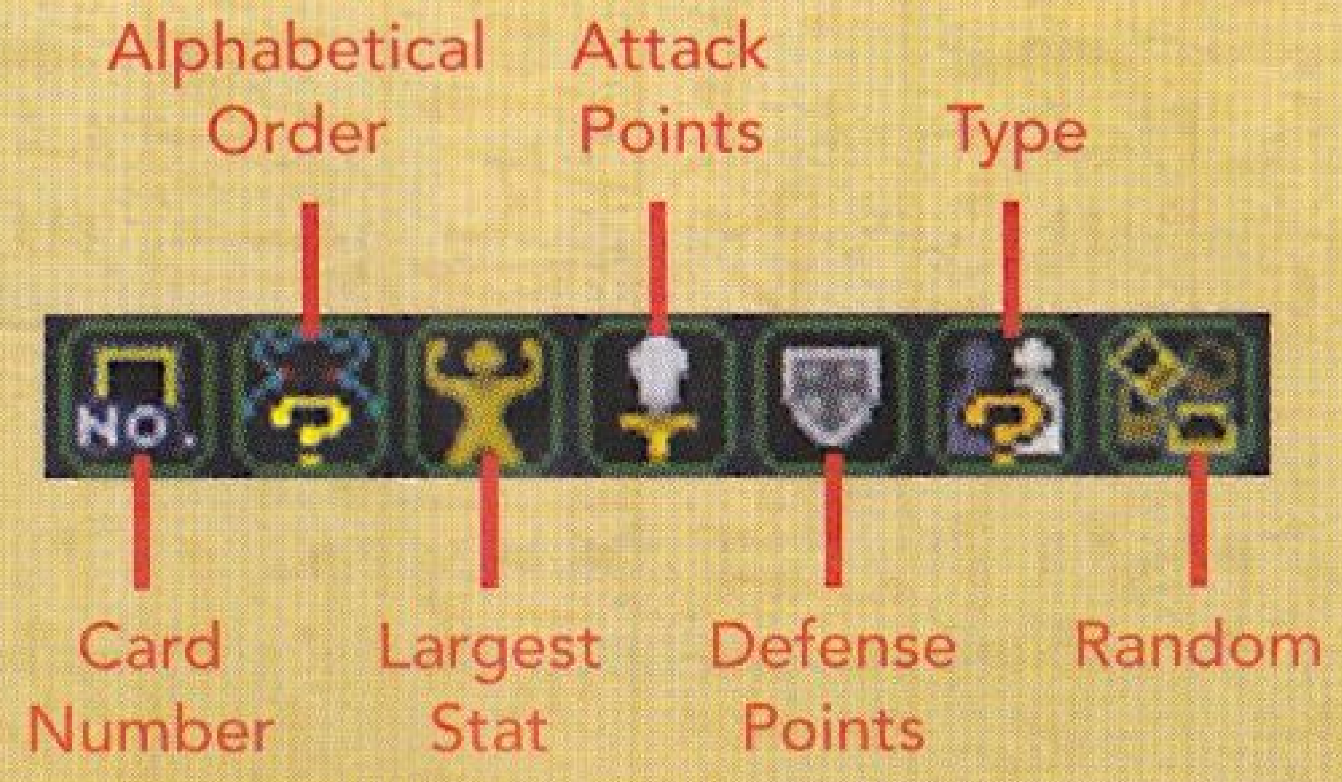
Sort Icons

The Sort Icons allow the player to view the cards in the Chest or Deck in various sorting options. Press the the START or SELECT buttons to toggle between the different options.

CHEST



CARD DECK



Constructing Your Deck

Switch between the Chest and Deck screens by pressing the right/left directional buttons. You can scroll the Card List 8 lines at a time by pressing the L1/R1 buttons, and 50 lines at a time with the L2/R2 buttons. To change the order in which the cards are lined up, press the SELECT/START buttons.

1. To choose the card you wish to switch from the Chest Screen to the Deck Screen, move the Selection Cursor by pressing the up or down directional buttons. You can check the details of a selected card by pressing the △ button.
2. To move the selected card to the Deck Screen, press the ✕ button. Similarly, you can move a card from the Deck Screen to the Chest Screen by selecting the card you wish to move and pressing the ✕ button.
3. Repeat Steps 1 & 2 until you complete your deck. Also, you should note that your Deck can only contain three of the same cards.
4. When you've finished constructing your deck, press the ○ button.

PASSWORD

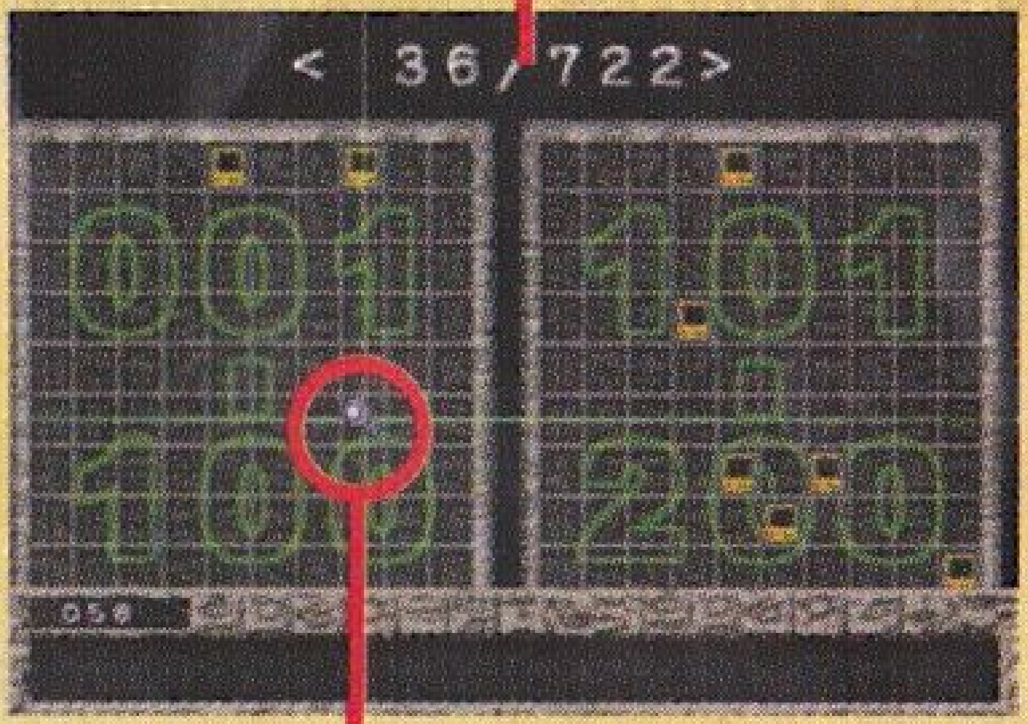
Each of the official YU-GI-OH! cards (sold separately) carry an 8-digit password on the lower left of the card. By entering this series of numbers, you can bring the same card into play in this game. However, you will be required to trade a certain number of Star Chips depending on the strength of a card.

Entering a Password

Using the directional buttons, press the right/left directional buttons to move the Entry Cursor to the desired digit position, and the up/down directional buttons to enter a desired digit. Once all the numbers have been entered, press the ✕ button. If the password numbers are correct, the corresponding card and the required number of Star Chips will be displayed. If you wish to "purchase" the card, select "EXCHANGE" and press the ✕ button. If you wish to pass on the purchase, select "QUIT" and press the ✕ button. To return to the Game Menu Screen, press the ○ button.

CARD LIBRARY

Card Info Screen



Magnifier Cursor

Here, you can verify all the cards that you've obtained and review the details of each and every one. The cards are separated at 100 cards to a block, and the ones that you own are highlighted while the ones that you don't are dark. To find the card that you wish to see, move the Magnifier Cursor with the directional buttons. For faster movement, use the directional buttons with the ■ button. To shift the cursor one block up, press the L1 button. To shift it down one block, press the R1 button. The number and name of the card that your cursor overlaps are displayed at the bottom of the screen. For details of the selected card, press the ⊗ button to switch over to the Card Info Screen. You can return to the Game Menu Screen by pressing the ◎ button while the Card Library Screen is displayed.

The Type of Cards Found in the Library

Displays the details of a card. For Monster Cards, you can view each card's corresponding polygon model by pressing the ⊗ button or the right directional button. To return from the Polygon Model Screen to the data display, press the ⊗ button or the left directional button.

You can return to the Card Library Screen by pressing the ◎ button while the Card Info Screen is displayed.

Data Display

Polygon Model Screen

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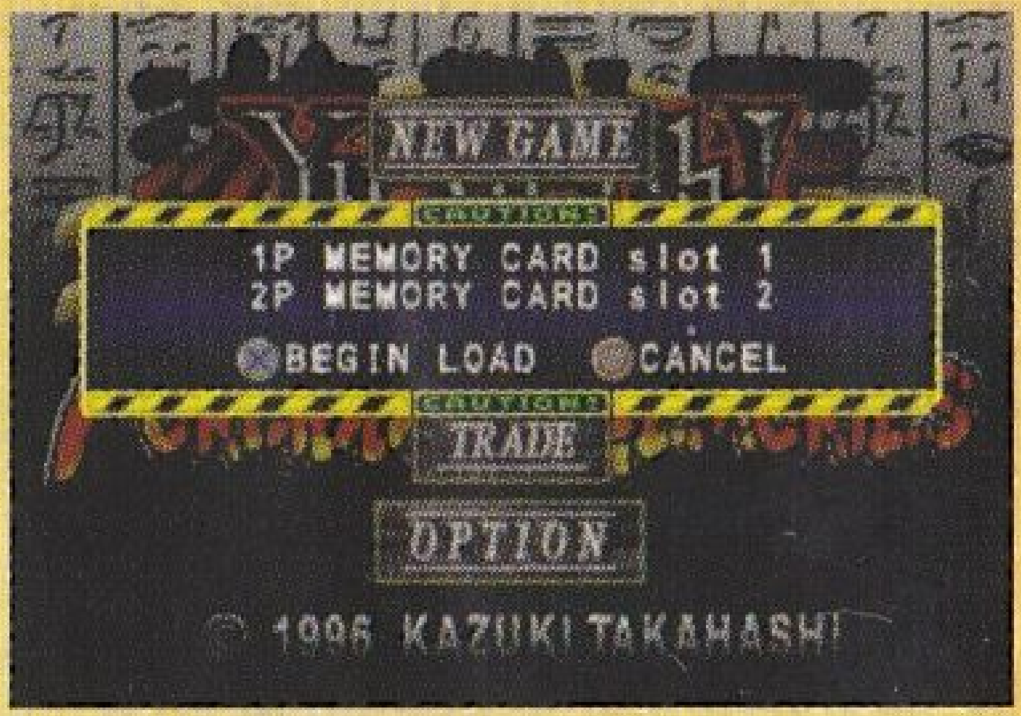
2P DUEL

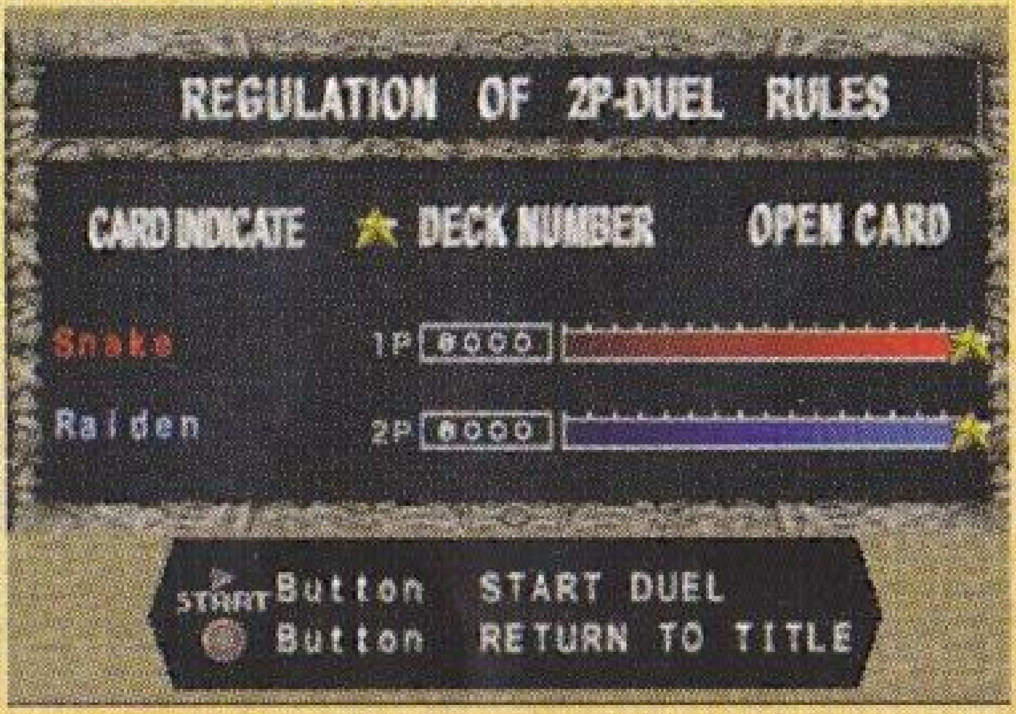
This is the mode where players can compete against each other. You can modify the number of LP (Life Points), and can also set up a game for handicap play. There are no cards traded for wins or losses in this mode.

How to Play 2P DUEL



1. Select "2P DUEL" in the Title Menu and press the ⊗ button. This will call up a verification screen. Press the [X] button, this will load game data from Player 1's memory card in MEMORY CARD slot 1 and game data from Player 2's memory card in MEMORY CARD slot 2.

NOTE: The decks of both players should be prepared prior to engaging in 2P DUEL.



2. The Competition Rules Screen will appear on-screen. Using the directional buttons, press up/down to select a Menu, and right/left to change the setup. Switching the "In-Hand Cards" to "Open" will allow both players to view each others cards. "Life Points" can be changed in 17 stages, ranging from 1 to 8000 points. Press the START button to commence a duel.

A Special Note on 2P DUEL

In 2P DUEL, details of the cards in-hand and face-down on the field are not displayed openly so that cards can remain hidden from an opponent's view. Deck I.D. Numbers (01-40) are displayed to provide players with a guide to identifying their cards. Prior to battle, it is advisable to note on a piece of paper which card corresponds to which I.D. number.

Deck I.D. Number

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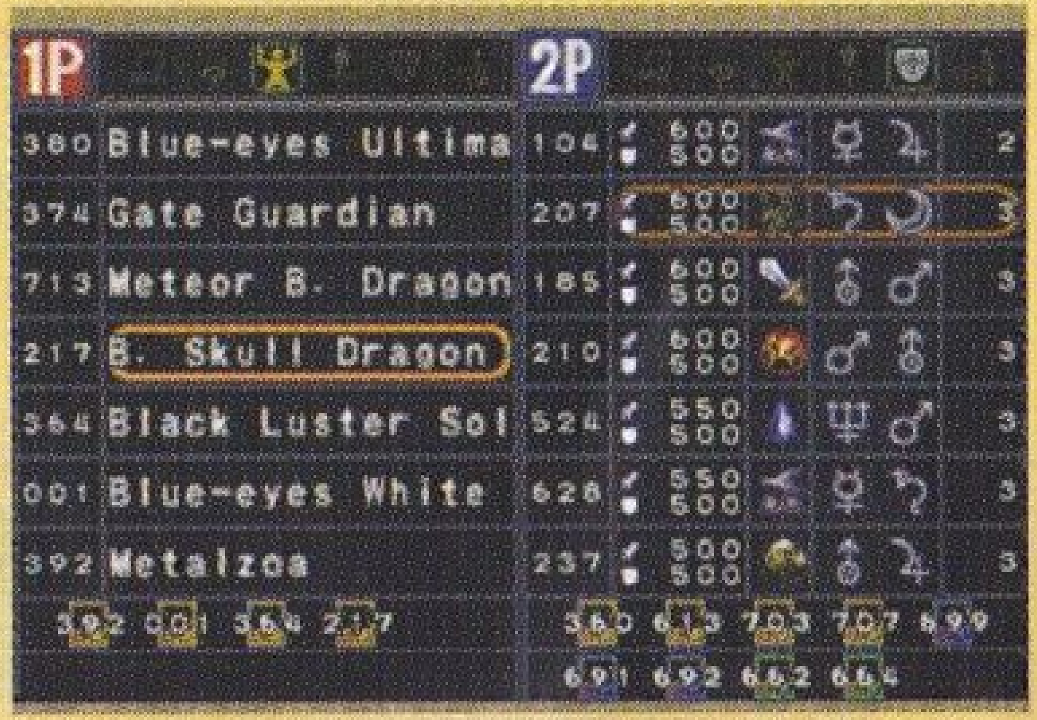
TRADE

You can trade with or give cards to another player if you both have memory cards. Up to 10 cards can be transferred at once.

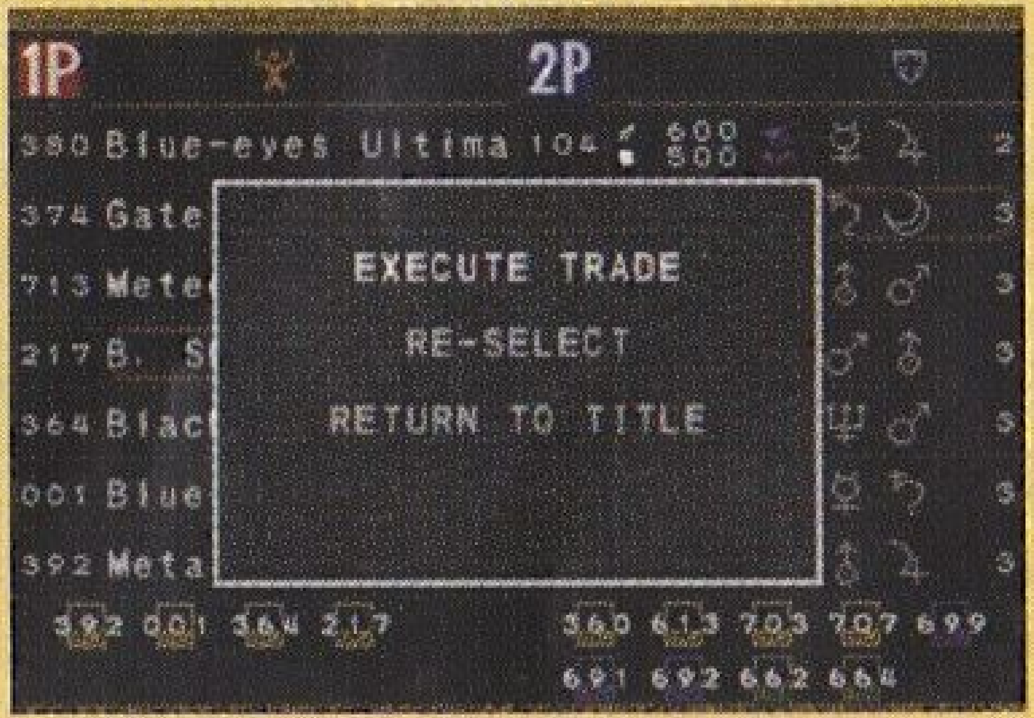
Trading Cards

1. Select "TRADE" on the Title Menu Screen and press the ⊗ button. Like 2P BATTLE, a verification screen will be displayed. Press the ⊗ button, this will load game data from Player 1's memory card in MEMORY CARD slot 1 and game data from Player 2's memory card in MEMORY CARD slot 2. You can only trade the cards contained in the "Chest". To trade a card in your Deck, you must transfer the card from your Deck to the Chest prior to commencing the trade.

2. A Chest Screen will be displayed for each of the two players (See P.16). Use the up/down directional buttons to select the card you wish to transfer and press the ⊗ button. Use the right/left directional buttons to scroll a card's data. A selected card will move to the Trade Section at the bottom of the screen. To cancel a selection, press the ◎ button.

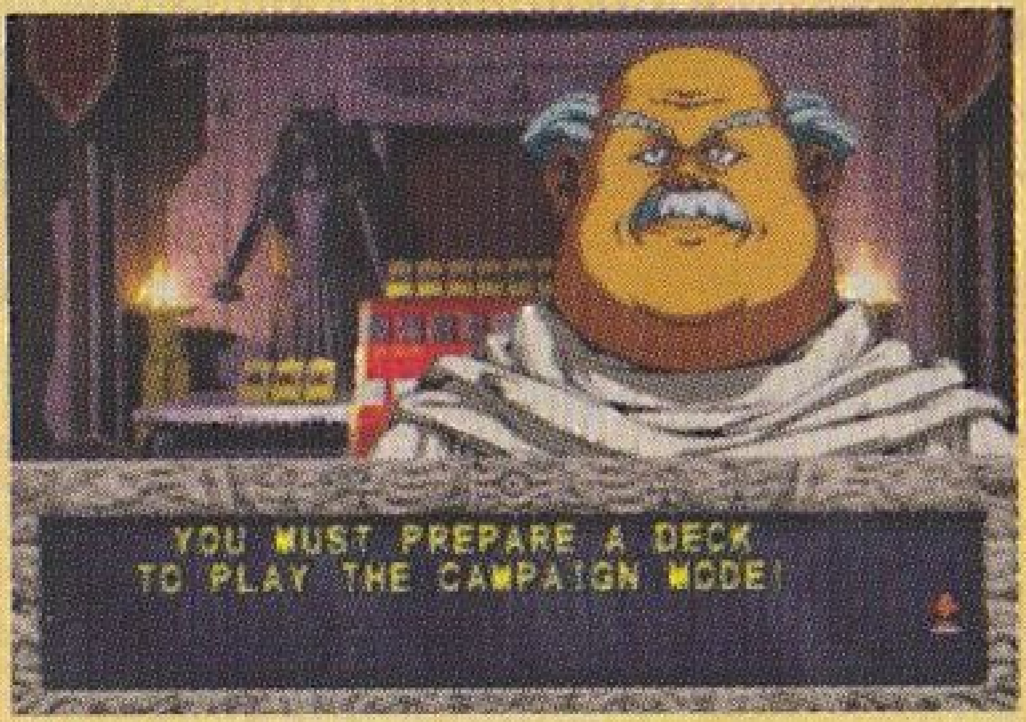


3. Once card designation has been completed, press the ■ button. When both players have finished designating their cards, a verification message will appear on-screen. If all is well, select "EXECUTE TRADE" and press the ⊗ button. If either player wishes to re-select their cards, select "RE-SELECT". To quit trading, select "RETURN TO TITLE".



When a trade is being executed, do not remove the memory cards from their memory card slots. The trade is successfully completed when a "Card Trade Complete" message appears on the screen.

A Deck must be fully constructed in order to participate in a duel. A Deck must contain 40 cards – limited to 3 of the same cards and only 1 card each from the Exodia Series. If you lack the necessary cards for constructing a Deck, you will not be able to play "Campaign", "Free Duel", or "2P DUEL". When trading, always make sure you have enough cards remaining to construct a Deck.



OPTIONS

This allows you to change the sound settings.
Press the ◎ button to return to the Title Screen.

SOUND

Use the right/left directional buttons to select either "Stereo" or "Mono".

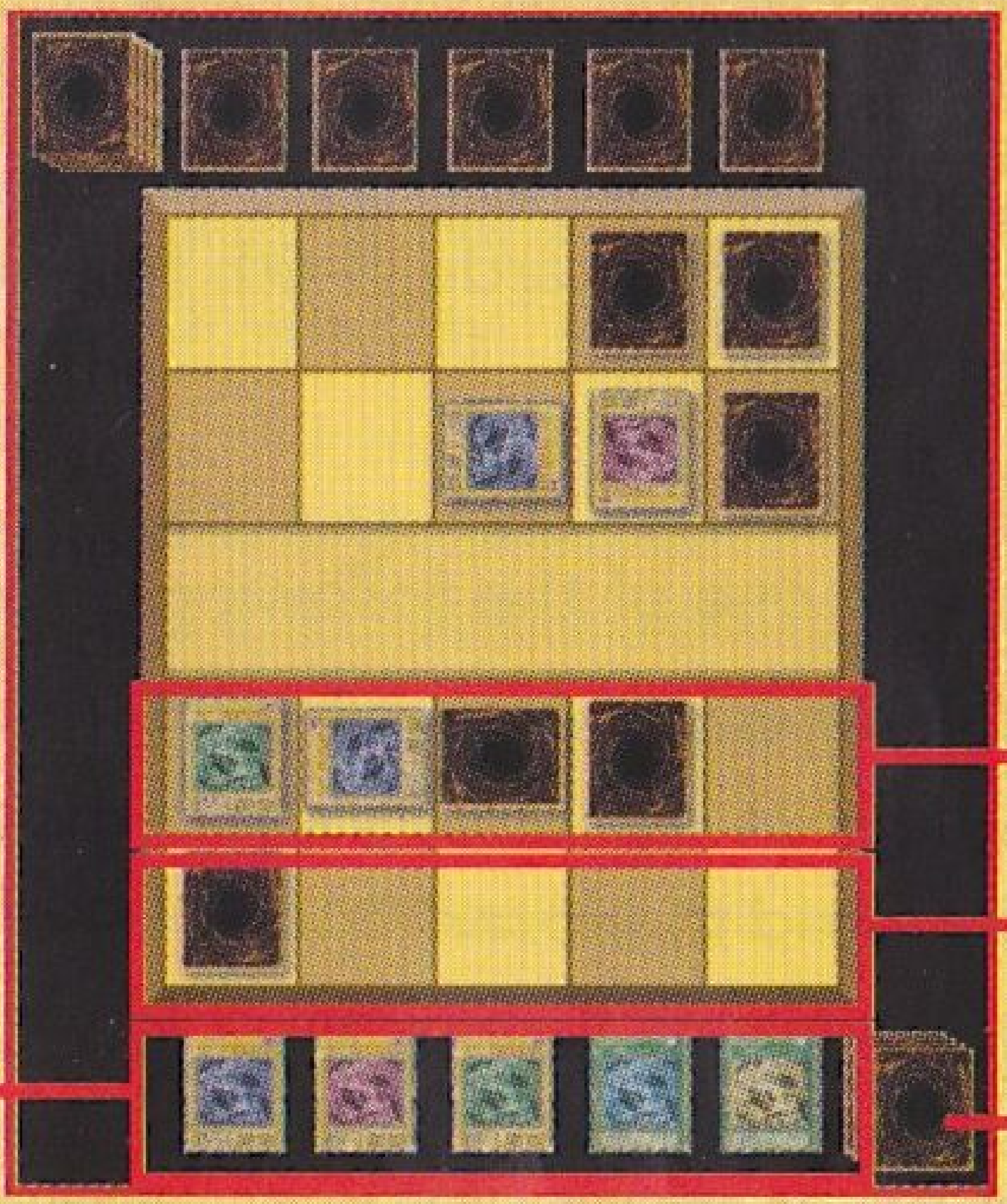
DUEL MONSTERS

"Duel Monsters" is the actual card game based on the rules and background of the Yu-Gi-Oh! animated series. The object of the game is to reduce an opponent's Life Points (henceforth referred to as "LP") to "0", using as many as 700 different cards consisting of 20 types of Monster Cards and 5 types of Magic Cards. For the PlayStation version, the rules have been modified to allow more flexibility and tactics during a battle.

DUEL FIELD

The structure of the Duel Field is as depicted below.

OPPONENT (COM/2P)



YOU (1P)

YOUR HAND
The cards you lay out on the Duel Field are selected from these 5 cards. Your hand is replenished with your Deck at the start of your turn so that you always begin a turn with 5 cards in your hand.

MONSTER FIELD
This is where your cards are played. You can execute moves using the cards played on the field.

MAGIC FIELD
Magic Cards are placed here.

DECK
These are the cards you use in a duel. Prior to commencing a duel, you must have 40 cards selected and ready from your Chest.

IN-HAND CARD DISPLAY

ON-FIELD CARD DISPLAY

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BASIC RULES

- Duels are conducted in "Campaign" (P.13), "Free Duel" (P.15), or "2P DUEL" (P.20) modes. In "Campaign" or "Free Duel", you are awarded a card and Star Chips each time you win. There are no card or Star Chip penalties for losing against an opponent.
- Deck Construction (P.16) will be conducted prior to the start of a duel. A Deck can only contain three of the same cards. [With the Exodia series, the limit is 1 card of each type to a Deck.]

Victory Conditions

Wins and losses are decided by one of the following conditions:

- Whichever player reduces an opponent's LP to "0" is declared the winner.
- Whenever a player is unable to replenish a hand and start a turn with 5 cards, that player is declared the loser.
- A player with a hand containing all 5 cards from the Exodia series is automatically declared a winner.

Exodia Series

When all 5 cards form a set, Exodia will be summoned!

017	018	019	020	021
RIGHT LEG OF THE FORBIDDEN ONE	LEFT LEG OF THE FORBIDDEN ONE	RIGHT ARM OF THE FORBIDDEN ONE	LEFT ARM OF THE FORBIDDEN ONE	EXODIA THE FORBIDDEN

- The two opponents take turns until a winner is decided.
- A player must always place a card on the Field during each turn. Whether it is a "Monster Card" or "Magic Card", there is only one opportunity to place cards – a maximum of 5 can be played – on the Field in a single turn.
- There are two special ways of placing a card on the field. One is "Combo Play" and the other is "Face-down Play". "Combo Play" describes the act of playing a number of cards at once. A Combo can consist of a combination of several cards. "Face-down Play" describes the act of placing a card face-down on the Field.
- When first played on the Field, a Monster Card is placed face-down. If the card is part of a Combo Play, it will automatically be turned face-up. The card will remain face-down regardless of changes between attack and defense positions.
- A face-down card in the attack position will be turned face-up the moment it executes an attack.
- Attacks are not necessary. You can end your turn without declaring any attacks. In short, there can be face-down or face-up cards in attack positions that do not execute any attacks.
- A card in the defensive position remains face-down until attacked by an opponent. A card that is turned face-up as a result of an attack will remain face-up until a duel is completed.

Battle Results

Battle results for attacks are based on the following: (Turn: Player A)

A: Attack B: Attack AP > AP	B's card is destroyed The difference in AP's is deducted from B's LP
A: Attack B: Attack AP = AP	Both A&B's cards are destroyed No change in either A&B's LP
A: Attack B: Attack AP < AP	A's card is destroyed The difference in APs is deducted from A's LP
A: Attack B: Defense AP > DP	B's card is destroyed No change in B's LP
A: Attack B: Defense AP = DP	Situation remains unchanged No changes in either A&B's LP
A: Attack B: Defense AP < DP	A's card remains unchanged The difference in APs is deducted from A's LP

Example: When A's "035 Black Magician" (AP: 2500) attacks B's "042 Illusionist Faceless Mage" (Defense Position/DP: 2200), B's "Faceless Mage" is destroyed and B's LP remains unchanged.

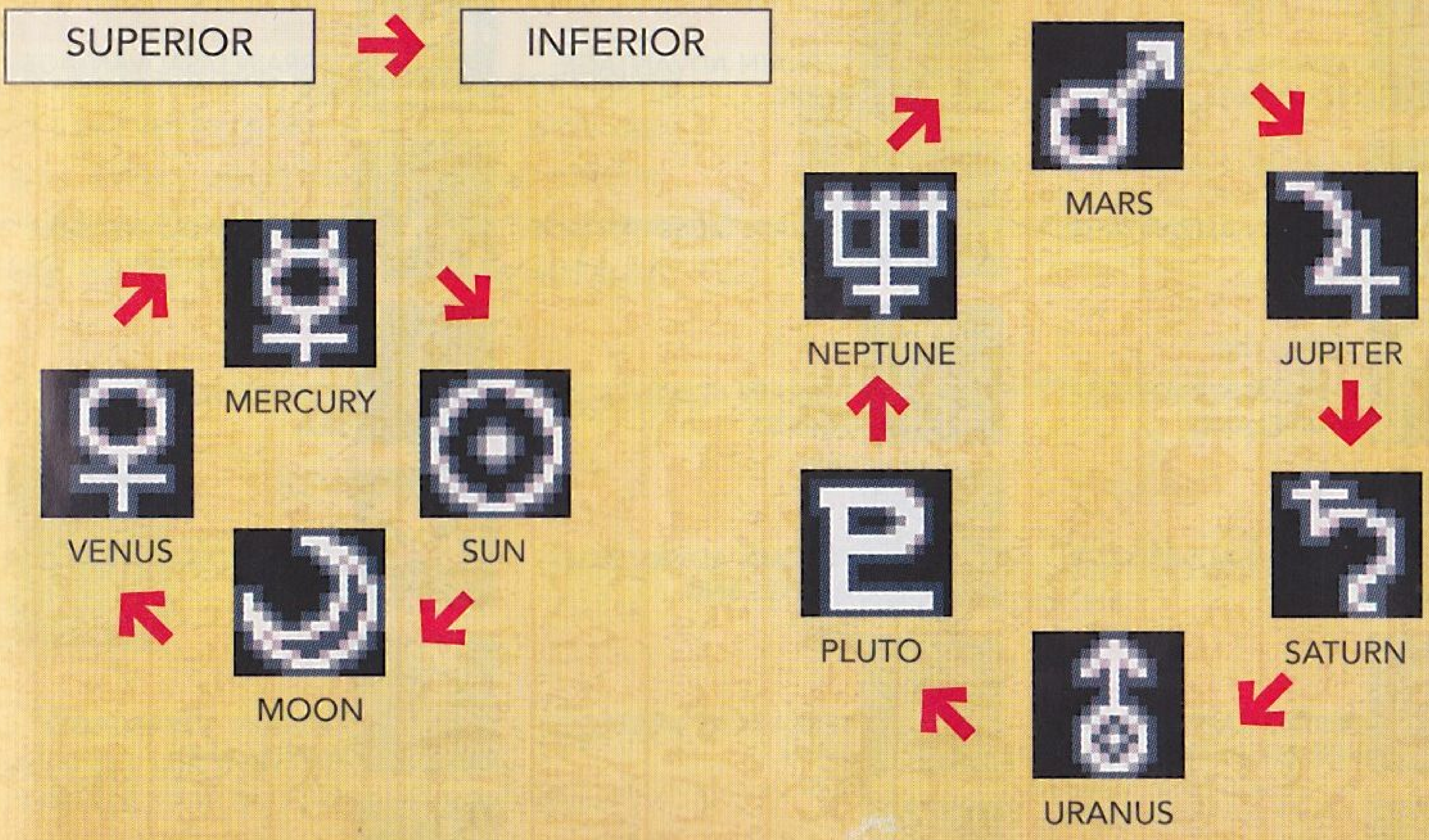
MONSTER CARD

Each Monster Card is classified by "Type" and "Cosmic Alignment".
There are 20 Types, including Dragon and Spellcaster. Depending on the Type of card, there are situations where terrain may affect the course of a battle. Additionally, the results of a battle may be significantly affected by the advantages and disadvantages of the Cosmic Alignments of two battling monsters.

Cosmic Alignments

There are advantages and disadvantages between certain Cosmic Alignments (See Cosmic Alignment Chart). Depending on their relationship, a duel can be significantly affected. If a monster charted as "superior" attacks a monster that is "inferior", the superior monster adds 500 points to its AP. On the other hand, if an inferior attacks a superior, the superior monster adds 500 points to its DP. Monster cards have two Cosmic Alignments. The Cosmic Alignment to be used is decided when the card is brought into play on the Field. The selected Cosmic Alignment of a card cannot be changed once the card has been played on the Field.

Cosmic Alignment Chart



Example: When Mercury's "037 Gaia the Dragon Champion" (AP: 2600) attacks Sun's "001 Blue-Eyes White Dragon" (Attack Position/AP: 3000), the "Gaia" card's AP increases by 500 to 3100, making it possible to defeat "Blue-Eyes White Dragon".

Type and Terrain Effects

Depending on a monster's Type, there are terrain advantages and disadvantages that affect the monster's capabilities. When the terrain is an advantage for a monster, both AP and DP increase by 500. On the other hand, if the terrain puts the monster at a disadvantage, the points decrease by 500. Terrain Effects are triggered for any card that is in play. There are 7 Terrain groups: Forest, Wasteland, Mountain, Meadow, Sea, Dark, and Light.

Monster Types

Type	Terrain
WINGED BEAST	TERRAIN ADVANTAGE: MOUNTAIN
SEA SERPENT	TERRAIN ADVANTAGE: SEA
DRAGON	TERRAIN ADVANTAGE: MOUNTAIN
FIEND	TERRAIN ADVANTAGE: DARK
MACHINE	TERRAIN DISADVANTAGE: SEA
SPELLCASTER	TERRAIN ADVANTAGE: DARK
FAIRY	TERRAIN DISADVANTAGE: DARK
THUNDER	TERRAIN ADVANTAGE: MOUNTAIN/SEA
ZOMBIE	TERRAIN ADVANTAGE: WASTELAND
INSECT	TERRAIN ADVANTAGE: FOREST
AQUA	TERRAIN ADVANTAGE: SEA
WARRIOR	TERRAIN ADVANTAGE: PRAIRIE
DINOSAUR	TERRAIN ADVANTAGE: WASTELAND
PYRO	TERRAIN DISADVANTAGE: SEA
BEAST-WARRIOR	TERRAIN ADVANTAGE: FOREST/PRAIRIE
REPTILE	TERRAIN ADVANTAGE: —
ROCK	TERRAIN ADVANTAGE: WASTELAND
BEAST	TERRAIN ADVANTAGE: FOREST
FISH	TERRAIN ADVANTAGE: SEA
PLANT	TERRAIN ADVANTAGE: FOREST

Example: When "015 Flame Swordsman" (Warrior/AP: 1800/DP: 1600) battles on a Meadow Field, AP and DP increase respectively to 2300 and 2100.

MAGIC CARDS

There are 5 types of Magic Cards – "Pure Magic", "Terrain", "Boost", "Trap", and "Ritual". These cards have various effects, including boosting a monster's powers and changing the terrain conditions of the Field.

PURE MAGIC

TERRAIN

BOOST

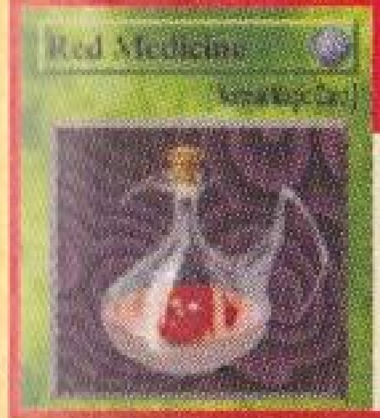
TRAP

RITUAL

Pure Magic Cards

These cards are sub-divided according to their effects. Pure Magic Cards can take effect upon being played on the Field, or they can be placed face-down and triggered during a preferred turn.

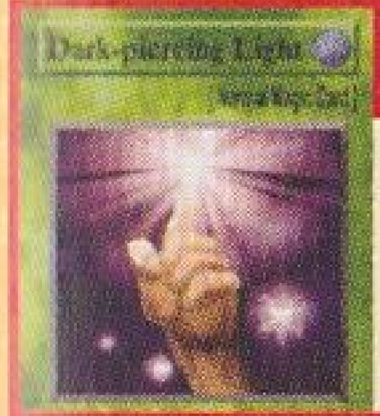
RECOVERY TYPE: RECOVERS PLAYER'S LP



339 RED MEDICINE

REPLENISHES YOUR LIFE POINTS BY 500 POINTS.

CONDITION TYPE: CHANGES THE CONDITION OF AN OPPONENT'S CARD (I.E.: FACE-DOWN TO FACE-UP).



350 DARK-PIERCING LIGHT

A BLINDING LIGHT THAT REVEALS ALL MONSTERS.

DIRECT ATTACK TYPE: DIRECTLY ATTACKS AN OPPONENT'S LP.

343 SPARKS

INFLICT 50 POINTS OF DAMAGE AGAINST YOUR OPPONENT'S LIFE POINTS.

CARD ATTACK TYPE: ADVERSELY AFFECTS AN OPPONENT'S CARDS ON THE FIELD.

337 RAIGEKI

DESTROYS ALL OF YOUR OPPONENT'S ON-FIELD MONSTERS.

SEAL TYPE: BLOCKS AN OPPONENT'S MOVE OR ATTACK DURING A TURN, OR RENDERS THE ATTACK/DEFENSE POSITIONS OF CARDS INEFFECTIVE.

320 STOP DEFENSE

SELECT ONE OF YOUR OPPONENT'S MONSTERS AND SWITCH IT TO ATTACK POSITION

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Terrain Cards

Changes the terrain of the Battlefield. Depending on Terrain Effects (P.28), conditions may favor one player. Like other Magic Cards, Terrain Cards can take effect upon being played on the Field, or they can be placed face-down on the Magic Field and triggered during a preferred turn.

"334 UMI" can change the Battlefield to Sea. The Sea is an advantage for Fish/Sea Serpent/Thunder Types and a disadvantage for Machine/Pyro Types.

Boost Cards

You can boost the capabilities of a monster on the Field, increasing its AP/DP. There are three ways that you can play a Boost Card.

- Place both the Monster Card and the Boost Card on the Field as a "Combo Play".
- Place the Boost Card on top of a Monster Card already in play.
- Place the Boost Card face-down on the Magic Field and turn it face-up on top of a monster during a preferred turn. [In this case, if the Monster Card is face- down, it is turned face-up.]

301 LEGENDARY SWORD

DRAWS OUT THE POWER OF A WARRIOR. CANNOT BE USED WITH DARK MONSTERS.

312 SILVER BOW AND ARROW

INCREASES THE POWER OF FAIRY MONSTERS EQUIPPED WITH THIS CARD.

313 HORN OF LIGHT

INCREASES THE POWER OF ITS OWNER. HAS NO EFFECT ON DARK MONSTERS.

325 MACHINE CONVERSION FACTORY

FACTORY FOR TUNING UP ANY MACHINE.

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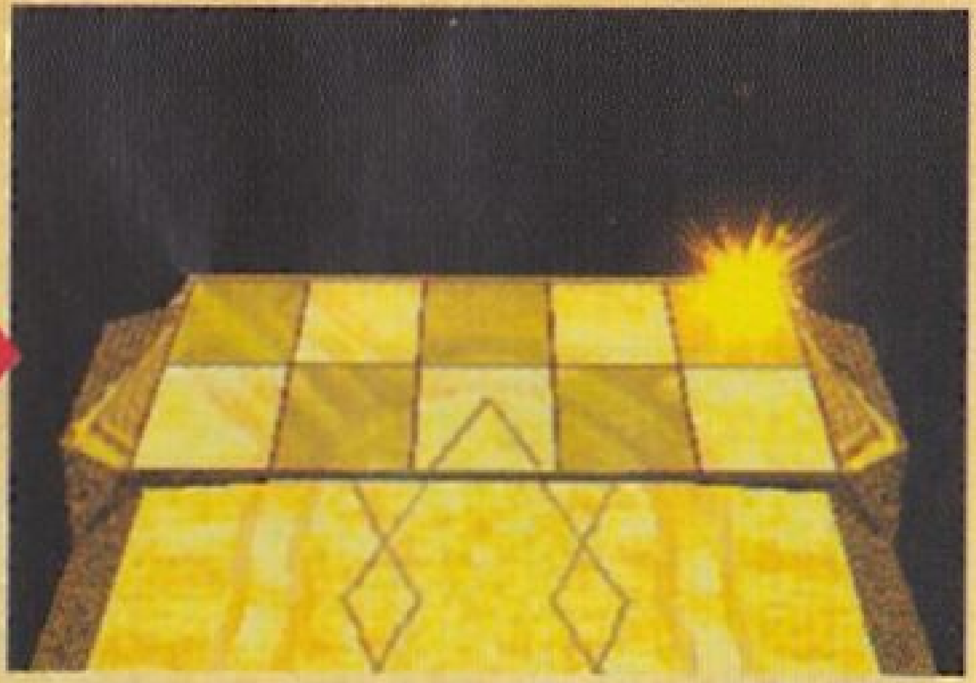
Trap Cards

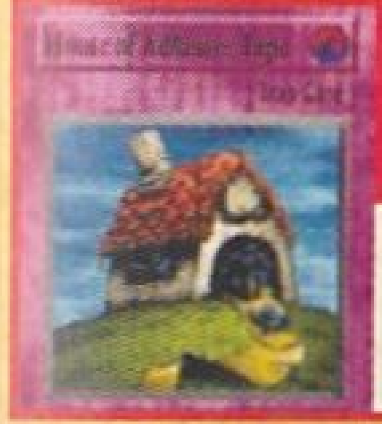
These cards are automatically triggered according to certain enemy attack conditions. Trigger conditions and effects vary with each card. Trap Cards are played face-down on the Field.



1. "683 Bear Trap" is placed face-down on the Field. The card will be triggered when a monster with an AP less than or equal to 1500 initiates an attack.

2. "394 Steel Scorpion" (AP: 250) initiates an attack.

3. "Bear Trap" is automatically triggered and "Steel Scorpion" is destroyed.



681 HOUSE OF ADHESIVE TAPE

SUCKS IN AND DESTROYS MONSTERS WITH AN AP LESS THAN OR EQUAL TO 500.

687 GOBLIN FAN

BOUNCES THE DAMAGE EFFECT OF A DIRECT ATTACK CARD SUCH AS "SPARKS" OR "TREMENDOUS FIRE" BACK TO YOUR OPPONENT.

688 BAD REACTION TO SIMOCHI

WHEN A RECOVERY CARD IS BROUGHT INTO PLAY, THIS CARD REVERSES THE EFFECT TO DAMAGE.

689 REVERSE TRAP

REVERSES THE EFFECT OF A BOOST CARD, REDUCING THE MONSTER'S POWERS.

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Ritual Cards

By sacrificing three monsters and using a Ritual Card, you can summon one power monster onto the Field. There are several types of Ritual Cards and the monsters required for sacrifice are varied. A monster summoned by ritual will return to its original state (three monsters and one Ritual Card) following the end of a battle. You can conduct a ritual with three Monster Cards on the Field, and one Ritual Card in your hand.

1.Use a Ritual Card when there are three Monster Cards on the Field that can be used for sacrifice.

2.The sacrificed cards will stack up to become one card.

3.Upon completion of the ritual, one powerful Monster Card is created on the Field.

Black Luster Ritual

Summons the most powerful Warrior, "Black Luster Soldier".

FUSION

Through the fusion of two cards – combinations including Monster to Monster, Magic to Magic, and Monster to Magic, you can create a new card. A card created by fusion will dissolve back to the original two cards following the end of a battle.

Fusion is executed using one of the two following methods:

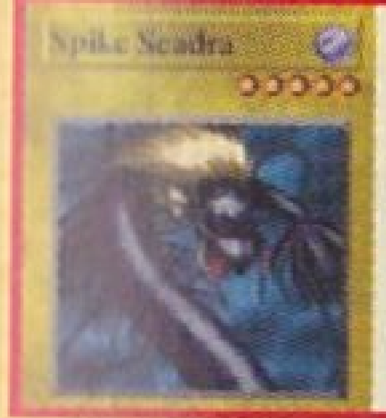
- Place two cards on the Field as a Combo Play.
  (A fusion including Magic Cards is possible with Combo Play)
- Place a card on top of another card already in play.

1. Select the cards in the order in which they are to be fused.

2. The cards will stack one by one in the order they were selected.

3. When fusion is complete, one card will remain on the Field.

448 SPIKE SEADRA



Fusion Example
004 Baby Dragon - 070 Fiend Kraken
007 Winged Dragon and Guardian of the Fortress - 196 Arma Knight
010 Blackland Fire Dragon - 430 Water Magician

551 DARK ELF

Fusion Example
002 Mystical Elf + 010 Blackland Fire Dragon
034 Saggi the Dark Clown + 041 Celtic Guardian
083 Castle of Dark Illusions + 264 Wing Egg Elf

There are several cards that can be created from Fusion. Added to that, there are several combinations for creating the same card. The best way to find what combinations work best is to try them out.

In-Hand Card Sequence

1. 5 cards will be displayed as your in-hand cards. Select the card you wish to place on the field by moving the Selection Cursor with the left and right directional buttons. Once you've selected a card, press the ⊗ button.

When using the In-Hand Card Display, pressing the L2 or R2 button will allow you to verify the cards played on the Field. Hold down the L2 or R2 button and use the directional buttons to move the cursor over the cards on the Field. Releasing the L2 or R2 button will return control to the In-Hand Card Display.

Details of a Card Selected on the Field

Pressing the △ button when a card is selected in the In-Hand Card Display or on the Field will provide you with details of the selected card. However, you will not be able to view the card's polygon model.

2. Select whether a card is to be placed on the Field face-up or face-down. Toggle between face-up and face-down using the right/left directional buttons, and press the ⊗ button to enter your selection. If you select face-up for a Magic Card and press the ⊗ button, the card is immediately triggered.

3. Select where on the Field you wish to place a card. Move the cursor to a desired position with the directional buttons and press the ⊗ button. For Fusion or Boost, place the cursor over a card that's already on the Field.

4. If the card placed on the Field is a Monster Card, decide its Cosmic Alignment by pressing the up/down directional buttons and pressing the ⊗ button.

Combo Play

First, mark the cards to be used for Fusion in the order they'll be Combo-played with Candidate Tags. Use the right/left directional buttons to select a card, and press the up directional button to tag it. To remove a tag, press the down directional button. After tagging the cards to be played, press the ⊗ button. The cards will execute the Fusion in the order you tagged them, and 1 card will be placed on the Field. The cards that you Combo-played will automatically appear face-up. If the Fusion result is a Monster Card, you must choose its Cosmic Alignment.

Candidate Tag for Combo Play

On-Field Card Sequence

On-Field.Card Display

1. To execute moves with your on-field cards, move the Selection Cursor with the directional buttons and select a card on the Field. You can change the Attack/Defense position of a Monster Card by pressing the L1/R1 buttons. With your Selection Cursor over the Monster Field, press the up directional button. This will switch you over to your opponent's On-Field Card Display, allowing you to verify your opponent's cards on the Field. To see the details of a selected card, press the △ button. NOTE: You will not be able to view the card's polygon model.

2. To execute an attack, select a card in the Attack position with the Selection Cursor and press the ✕ button. Your opponent's On-Field Card Display will appear at this point. Move the Selection Cursor over your intended target and press either the ✕ or □ button. The □ button will conduct the battle with a Monster Sequence. (Animated battle scene with polygon characters) The ✕ button will conduct the battle without displaying a Monster Sequence. If your opponent has no cards in play on the Monster Field, pressing the ✕ button will directly attack your opponent's LP. To bring a Magic Card into play, select the card, turn it face-up, and press the ✕ button.

3D Battle Sequence

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Repeat the controls for 1 and 2 until you've finished making your moves. Press the START button to end your turn. Your turn will not automatically end even if you finish moving all your cards on the Field. Also, you are not required to conduct moves with all your on-field cards. After you press the START button, it will be your opponent's turn to play.

End of Battle

A winner will be decided in accordance with the previously mentioned victory conditions as each turn progresses and battles are fought.

BATTLE RECORD SCREEN

When "YOU WIN" or "YOU LOSE" is displayed, press the ⊗ button to display the Battle Record Screen, which shows information regarding your duel. You can switch pages by pressing the right/left directional buttons.

VICTORY CONDITIONS: Shows which condition was met to achieve victory
TURNS: Shows how many turns were played in a duel
OFFENSE STATISTICS: Statistical data concerning attacks
DEFENSE STATISTICS: Statistical data concerning defense
SPECIAL ARTS: Number of times special techniques were executed
CARDS USED: Statistical data concerning the Deck
REMAINING LP: LP remaining at the end of duel
DUEL SKILL: Ranking of duel skills
SPOILS: Card and Star Chip winnings

* In "Campaign" and "Free Duel", your "DUEL SKILL" and "SPOILS" are only displayed when you've won. In "2P DUEL", "DUEL SKILL" is only displayed for the winning player.

GRADES OF SKILL

A player's duel skills are ranked according to the player's battle performance data.
There are 10 ranks – "POWER S/A/B/C/D" and "ENDURANCE S/A/B/C/D".
Depending on your rank, the number of Star Chips and the type of card you are awarded will vary in the "Campaign" and "Free Duel" modes.

POWER: Style of play in which the strength of the Monster Cards reduced an opponent's LP to bring about a quick and decisive victory.

ENDURANCE: Style of play in which you withstood an opponent's attacks to the limits of your LP by effectively using Defense and Trap/Magic Cards.

Listen up if you want to win!

2 Play the Free Duel Mode! In "Forbidden Memories", raising your DUEL SKILL improves the odds for obtaining stronger cards. Use Free Duel to face-off against a weaker opponent and improve your ranking. That's one of the easy ways to strengthen your Deck and increase your Star Chips!

1 Battle it out with Duel Master K! Since Duel Master K faces you with a Deck containing the same cards as yours, this will give you an opportunity to learn how to use your cards. Watch how he plays and learn what Fusion patterns exist for your Deck.

3 Find a "Magic Fusion" combination! Your opponents will only attempt fusions to create monsters. Finding a "Magic Fusion" combination that'll create a powerful Magic Card that doesn't exist in your hand will give you an edge against your opponents!

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NOTES

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